



Computing Curriculum Overview Whole School

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Values	Independence	Co-operation	Respect	Responsibility	Resilience	Ambition
EYFS	Pupils engage in whole school internet safety and have access to digital devices when appropriate to enhance learning.					
Year 1	Computing systems and networks Technology around us	Creating Media: Digital Painting	Programming A: Moving a robot	Data & Information: Grouping Data	Creating Media: Digital Writing	Programming B: Programming Animations
Year 2	Computing systems and networks Information technology around us	Creating media: Digital photography	Programming A: Robot Algorithms	Data and information Pictograms	Creating Media: Making Music	Programming B: Programming Quizzes
Year 3	Computing systems and networks Connecting Computers	Creating Media: Stop Frame Animation	Programming A: Sequencing sounds	Data & Information: Branching databases	Creating Media: Desktop publishing	Programming B: Events & Actions in Programs
Year 4	Computing systems and networks The internet	Creating media: Audio editing	Programming A: Repetition in shapes	Data & Information: Data Logging	Creating Media: Photo editing	Programming B: Repetition in games
Year 5	Computing systems and networks: Sharing information	Creating media: Video editing	Programming A: Selection in physical computing	Data & Information: Flat-file databases	Creating Media: Vector drawing	Programming B: Selection in quizzes
Year 6	Computing systems and networks: Internet communication	Creating media: Webpage creation	Programming A: Variables in games	Data & Information: Introduction to spreadsheets	Creating Media: 3D modelling	Programming B: Sensing